

WHAT IS CLAIMED IS:

1. A method of enhancing game sounds generated by a gaming machine operating in a gaming establishment, comprising:
 - detecting ambient noise in the gaming establishment with a microphone
 - 5 mounted to the gaming machine;
 - generating a noise signal from the sensed ambient noise;
 - processing the noise signal to generate an anti-noise signal; and
 - driving an audio speaker with an output signal comprised of the anti-noise signal.
- 10 2. The method of claim 1, further including isolating the microphone and the audio speaker from each other.
3. The method of claim 1, wherein the processing step includes filtering the noise
- 15 signal.
4. The method of claim 1, further including adding the anti-noise signal to a game sound signal generated by the gaming machine to produce the output signal, the output signal being comprised of the anti-noise signal and the game sound signal.
- 20 5. The method of claim 1, further including driving another audio speaker with a game sound signal generated by the gaming machine.
6. The method of claim 5, further including isolating the microphone and the
- 25 another audio speaker from each other.
7. A gaming machine operating in a gaming establishment, comprising:
 - means for detecting ambient noise in the gaming establishment and generating
 - a noise signal from the sensed ambient noise;
 - 30 means for processing the noise signal to generate an anti-noise signal; and

an audio speaker driven with an output signal comprised of the anti-noise signal.

8. The gaming machine of claim 7, wherein the detecting means and the audio
5 speaker are isolated from each other.

9. The gaming machine of claim 7, wherein the processing means filters the noise signal.

10 10. The gaming machine of claim 7, further including means for adding the anti-noise signal to a game sound signal generated by the gaming machine to produce the output signal, the output signal being comprised of the anti-noise signal and the game sound signal.

15 11. The gaming machine of claim 7, further including a second audio speaker driven with a game sound signal generated by the gaming machine.

12. The gaming machine of claim 11, wherein the detecting means and the second audio speaker are isolated from each other.

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13. A gaming machine operating in a gaming establishment, comprising:
a microphone for detecting ambient noise in the gaming establishment and
generating a noise signal from the sensed ambient noise;

processing circuitry for generating an anti-noise signal from the noise signal;
and

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an audio speaker driven with an output signal comprised of the anti-noise signal.